SUNSOFT®

Distributed by:
Majesco Sales, Inc.
244 Fernwood Avenue
Edison, NJ 08837
800-826-0015

Developed by Visual Concepts

SUNSOFT® is a registered trademark of Sun Corporation of America.

TAZ-MANIA, characters, names and all related indicia are trademarks of Warner Bros. © 1993

©1993 Sun Corporation of America

PRINTED IN USA

SNS-TZ-USA

INSTRUCTION BOOKLET

SUNSOFT®

SUPER NINTENDO ENTERTAINMENT SYSTEM

LICENSED BY Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.

©1992 NINTENDO OF AMERICA INC.

Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THANK YOU . . .

for purchasing the Sunsoft **TAZ-MANIA** Game Pak. Please read this instruction booklet carefully before starting to play the game. In doing so, you will be able to play the game even better. Be sure to keep this manual in a safe place so that you may refer back to it if needed.

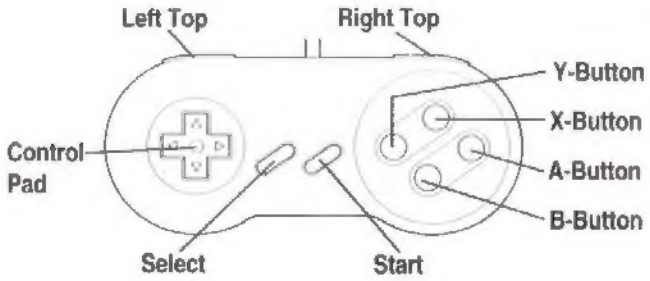
CONTENTS

Game Story 2
How to Use the Controller .. 3
How to Start the Game 4
Object of the Game 4
Kiwi Birds 4
Wendall T. Wolf 5
Bull Gator & Axl 6
Didgeri Dingo 7
Tasmanian She-Devil 8
Pterodactyls 8
Other Obstacles 8
Other Collectibles 9
Bonus Screen 10
Bonus Round 10
Game Play Screen 11
Continue Option 12

GAME STORY

TAZ-MANIA — land of sub-tropical wonder . . . land of strange customs . . . home of wallabies, platypuses, crocodiles, koalas, bush people, bandicoots and . . . **TASMANIAN DEVILS!** The most ferocious of the outback is Taz. Besides being the wildest teenager ever, **Taz** loves to eat. Food is usually the first and foremost thing on his mind. His iron jaws, his mashing teeth and his insatiable appetite make him the ultimate garbage disposal and on this particular day, Taz is extremely hungry. Luckily for Taz, it is the **Kiwi** bird mating season. However, collecting Kiwi birds is easier said than done. You see, Kiwis are not only one of the craftiest critters from down under, they are also one of the fastest, as Taz will soon find out. But it appears that Kiwis aren't the only ones who have love on their minds. The amorous **She-Devil** has taken a fancy to our boy Taz and nothing will stop her pursuit to claim him as her own — except for the fact that Taz wants nothing to do with her!! To make matters even worse, Taz must also deal with the notorious hunting team of **Axl & Bull Gator,** the neurotic and paranoid **Wendal T. Wolf** and the bus-loads of tourists that speed through the countryside. Maybe, with a little luck, Taz can fill his growling stomach without going completely crazy!

HOW TO USE THE CONTROLLER



CONTROL PAD: Moves Taz in every direction

Up and Down: Taz Runs

Revives Taz faster after he hits a *static* object (i.e. cactus)

A-BUTTON: Immediate stop

B-BUTTON: Jump

B-BUTTON + Y-BUTTON: Jump and collect items in the air

CONTROL PAD + B-BUTTON: Jump higher and longer

X-BUTTON: Tornado spin

Y-BUTTON: Collect items

START BUTTON: Begin game play

SELECT BUTTON: Pauses game play

LEFT TOP: Look around

RIGHT TOP: Throw tantrum

HOW TO START THE GAME

Insert the TAZ-MANIA Game Pak into your hardware system. You will see a short demo and the title screen will appear. Press the START Button to begin game play.

OBJECT OF THE GAME

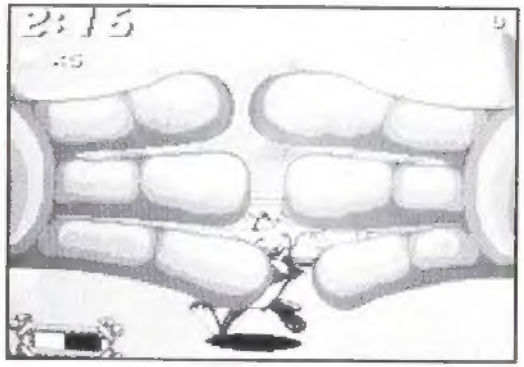
Taz must race through the outback collecting Kiwi birds within a limited time period and without depleting the health meter. If Taz collects the specified number of Kiwis within the time limit you will proceed onto the next level of game play. Should Taz fail to collect all the Kiwis or if the health meter runs out, the game will be over. However, you will have the option to continue.

KIWI BIRDS

Kiwi Birds are indigenous to Tazmania. They are very peaceful birds that share their outback home with many other creatures. Kiwis are often sought after by Tasmanian Devils. However, they are fast, crafty and not easily collected. They will often speed up, jump over and do just about anything to avoid being collected. As levels progress, they become smarter — luring Taz into traps and thusly, the collecting becomes more difficult. During each level Taz must collect the specified number of Kiwis during the allotted time period. Each Kiwi collected will give you points and help to fill up your health meter. It won't be easy though. Just as Taz likes to chase Kiwis, others make their fun chasing Taz.

WENDAL T. WOLF

Wendal T. Wolf is neurotic, nervous and as he is the last of his species, looks to Taz for protection, a role that Taz could do without. He appears throughout the game jumping on Taz's back causing an amusing but disturbing surprise. Wendal covers Taz's eyes, making it almost impossible to see what lies ahead. In order to "shake" Wendal off and regain full screen vision, use the tornado spin or if you know he is coming, simply jump over him.



BULL GATOR & AXL

Bull Gator & Axl are the hunters of Taz-mania. Together they spend their time trying to trap animals and sell them to the zoo and Taz is no exception. They ride about in a scooter and side cart tossing several devilish traps to catch Taz or they may simply try to run him over. They will lay down traps such as black holes which Taz will fall into, oil slicks which make running a very slippery situation or bear traps which will stop Taz from running. They will also lay glue down on the road that will cause Taz to slow down if he runs through it. Taz can avoid them by jumping, dodging or using his tornado-like spin to split their vehicle in two parts. If they should catch Taz in their net, he must wiggle free or the game is over.

DIDGERI DINGO

Didgeri Dingo is the **ACME** delivery man in Taz-mania. He rides along the open roads on a scooter delivering packages for Taz. Sometimes, the contents of the package may be a power-up item such as *spring shoes* that will allow you to jump very high or *rocket skates* that will allow Taz to run very fast. However, these items will be lost if Taz runs into or gets hit by another object or character. Didgeri Dingo may also hand off items that are worth points or health meter increments. These can be bones, meat or steaks. Other times, he may hand off items that should be avoided such as T.N.T. However, Taz will never know what the item is until he grabs it from Didgeri Dingo.

TASMANIAN SHE-DEVIL

This devilish beauty has caught the love bug for Taz. Watch Out! If she should catch up to him, the game is over!

PTERODACTYLS

Pterodactyls appear at various intervals interrupting Taz's search for Kiwis. If he happens to latch onto Taz, he will carry him back to an earlier portion of the level where Taz must start over again. However, Taz can wiggle free from his grip by pressing the control pad left and right very fast.

OTHER OBSTACLES

Bushlad and Buddy Boar will appear throughout the game attempting to divert Taz from his course. Bushlad shoots his arrows while Buddy Boar simply tries to run Taz over with his car. When hit, you will lose increments from your health meter.

Other items that should be avoided are the ACME tour buses, street signs, trees and anything large enough that is blocking the path forward or backward. Should Taz run into or be hit by any of these items, increments in the health meter will be lost.

In route to collect Kiwis, Taz must often avoid other pitfalls in the road such as mud, oil slicks and black holes. If he runs into them, they will deplete the health meter and/or delay him from running forward.

Street lights at the cross sections will display either "Stop" or "Go" sign. The "Stop" usually indicates that a vehicle is coming and Taz should speed up to cross or wait until it has passed.

OTHER COLLECTIBLES

During his course, Taz must find and collect Kiwi birds. In addition to Kiwis, Taz may also chase and collect other characters and items which are worth points and/or extra time during the course of game play.

Kiwi
1,000 pts.

Blue Bird
250 pts.

Red Bird
250 pts. +
10 seconds of time

Bushrat
500 pts.

Bone
100 pts.

Meat
200 pts.

Steak
300 pts.

Clock
Adds 30 seconds to the time meter

Trophy
Earn 1 extra continue

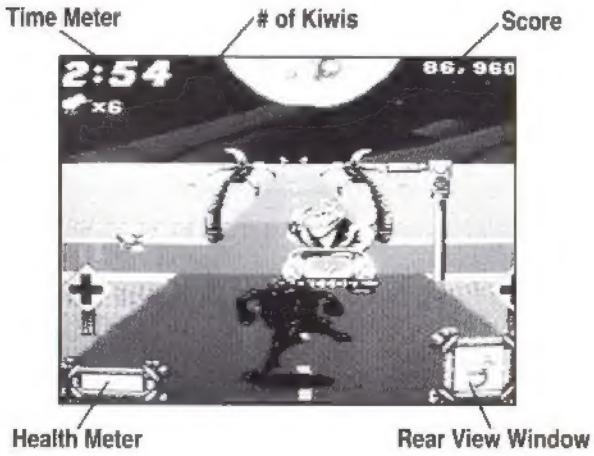
BONUS SCREEN

Once you have completed a level the bonus screen will appear. You will receive points for all the items you have collected during game play for a second time and gain additional points for having remaining time left in your meter.

BONUS ROUND

After successfully completing three levels of game play, you will enter a bonus stage. The object is to collect as many items as you can during the time allotted. Each item collected will add points to your score.

GAME PLAY SCREEN



TIME METER: Remaining time left to collect Kiwis. Each level may have a different time limit.

KIWI: This number indicates how many remaining Kiwis must be collected in order to complete the level.

HEALTH METER: Each time Taz is hit or hits an object, increments are lost. Additionally, when Taz uses his tornado spin, it uses up energy from the health meter. When the health meter is empty you must start from the beginning of the level.

SCORE: Number of points that have been scored.

REAR VIEW WINDOW: Indicates what is coming from behind or what has just passed you by.

CONTINUE OPTION

If Taz does not collect all the Kiwis within the allotted time period or the health meter runs out, the game is over. Only 3 continue options will be given for each game. Although, extra continues can be earned. For every 100,000 points scored, you will earn 1 extra continue option. To continue, press the Start Button before 10 seconds has elapsed on the continue screen to resume at the level where you left off.

90-DAY LIMITED WARRANTY

Majesco Sales, Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Dept. at (800) 826-0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of purchase (UPC code) within the 90-day warranty period to:

   Majesco Sales, Inc.
   244 Fernwood Avenue
   Edison, NJ 08837

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

- Repairs/Service after Expiration of Warranty

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Majesco Sales, Inc. Technical Support Dept. at the phone number noted earlier. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a money order payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

- Warranty Limitations

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL MAJESCO SALES, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.